

Pike

In-Game Description

*A spear with an extended pole.
Offers a very long reach, even for a spear,
allowing for attacks from safer distances.*

*Traditionally a weapon of regimental rather
than single combat due to its unwieldiness.
However, if you can manage to effectively
step around an opponent, they will hardly
have a chance to hit back.*

Availability

Earthen Peak treasure. In the big room with the two Manikin archers, there is a lower walkway on the far right wall with a wooden chest that contains the weapon.

General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	95/0/0/ 0/0 (Thrust)	0/0	130	20	12/16/0 /0 C/B/-/-/- /-	40/10/3 0/30/30	10/10/1 0/10	25	50	8.0

Move Set

+ show Move Set - hide Move Set

One-handed	
R1 - R1	Basic thrusts
R2	Multi-hit charge then heavy thrust
Backstep - R1	Long thrust
Run- R1	Multi-hit charge
Forward + R1	Guard Break
Forward + R2	Jumping downward thrust
Roll - R1	Overhead chop
Left hand	Same as right hand

Two-handed	
R1 - R1	Basic thrusts
R2	Delayed strong thrust
Backstep/Run - R1	Long multi-hit charge
Forward + R1	Guard break
Forward + R2	Jumping downward thrust
Roll - R1	Uppercut

Notes

The pike is the longest spear in the game; whether it has the longest hitbox has yet to be confirmed however.¹

Scaling

+10 Basic	
Strength	50%
Dexterity	45%

Scaling values as above represent the percentage of their corresponding stat BNS that's applied as bonus AR to a weapon.

Upgrades

Basic

Standard upgrade path.

Requires:

- Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Pike +0	95/0/0/0/0	0/0	C/B/-/-/-	-	-
Pike +1	104/0/0/0/0	0/0	C/B/-/-/-	1x Titanite Shard	530
Pike +2	114/0/0/0/0	0/0	C/B/-/-/-	2x Titanite Shard	660
Pike +3	123/0/0/0/0	0/0	C/B/-/-/-	3x Titanite Shard	790
Pike +4	133/0/0/0/0	0/0	C/B/-/-/-	1x Large Titanite Shard	1,050
Pike +5	142/0/0/0/0	0/0	C/B/-/-/-	2x Large Titanite Shard	1,190
Pike +6	152/0/0/0/0	0/0	C/B/-/-/-	3x Large Titanite Shard	1,320
Pike +7	161/0/0/0/0	0/0	C/B/-/-/-	1x Titanite Chunk	1,580
Pike +8	171/0/0/0/0	0/0	C/B/-/-/-	2x Titanite Chunk	1,710
Pike +9	180/0/0/0/0	0/0	C/B/-/-/-	3x Titanite Chunk	1,840
Pike +10	190/0/0/0/0	0/0	C/A/-/-/-	1x Titanite Slab	2,100

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Pike +0	66/66/0/0/0	0/0	D/C/C/-/-	37.9/26.6/27.9/27.9/27.9	7.9/7.9/7.9/7.9
Magic Pike +1	73/73/0/0/0	0/0	D/C/C/-/-		
Magic Pike +2	79/79/0/0/0	0/0	D/C/C/-/-		
Magic Pike +3	86/86/0/0/0	0/0	C/C/B/-/-		
Magic Pike +4	93/93/0/0/0	0/0	C/C/B/-/-		
Magic Pike +5	99/99/0/0/0	0/0	C/C/B/-/-		
Magic Pike +6	106/106/0/0/0	0/0	C/C/B/-/-		
Magic Pike +7	113/113/0/0/0	0/0	C/C/B/-/-		
Magic Pike +8	119/119/0/0/0	0/0	C/C/B/-/-		
Magic Pike +9	126/126/0/0/0	0/0	C/C/B/-/-		
Magic Pike +10	133/133/0/0/0	0/0	C/C/B/-/-		

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Pike +0	66/0/66/0/0	0/0	D/C/-/C/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Pike +1	73/0/73/0/0	0/0	D/C/-/C/-/-		
Fire Pike +2	79/0/79/0/0	0/0	D/C/-/C/-/-		
Fire Pike +3	86/0/86/0/0	0/0	C/C/-/B/-/-		
Fire Pike +4	93/0/93/0/0	0/0	C/C/-/B/-/-		
Fire Pike +5	99/0/99/0/0	0/0	C/C/-/B/-/-		
Fire Pike +6	106/0/106/0/0	0/0	C/C/-/B/-/-		
Fire Pike +7	113/0/113/0/0	0/0	C/C/-/B/-/-		
Fire Pike +8	119/0/119/0/0	0/0	C/C/-/B/-/-		

Fire Pike +9	126/0/126/0/0	0/0	C/C/-/B/-/-
Fire Pike +10	133/0/133/0/0	0/0	C/C/-/B/-/-

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Pike +0	66/0/0/66/0	0/0	D/C/-/-/C/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Pike +1	73/0/0/73/0	0/0	D/C/-/-/C/-		
Lightning Pike +2	79/0/0/79/0	0/0	D/C/-/-/C/-		
Lightning Pike +3	86/0/0/86/0	0/0	C/C/-/-/B/-		
Lightning Pike +4	93/0/0/93/0	0/0	C/C/-/-/B/-		
Lightning Pike +5	99/0/0/99/0	0/0	C/C/-/-/B/-		
Lightning Pike +6	106/0/0/106/0	0/0	C/C/-/-/B/-		
Lightning Pike +7	113/0/0/113/0	0/0	C/C/-/-/B/-		
Lightning Pike +8	119/0/0/119/0	0/0	C/C/-/-/B/-		
Lightning Pike +9	126/0/0/126/0	0/0	C/C/-/-/B/-		
Lightning Pike +10	133/0/0/133/0	0/0	C/C/-/-/B/-		

Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Dark Pike +0	66/0/0/0/66	0/0	D/C/-/-/-/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Pike +1	73/0/0/0/73	0/0	D/C/-/-/-/C		
Dark Pike +2	79/0/0/0/79	0/0	D/C/-/-/-/C		
Dark Pike +3	86/0/0/0/86	0/0	C/C/-/-/-/B		
Dark Pike +4	93/0/0/0/93	0/0	C/C/-/-/-/B		
Dark Pike +5	99/0/0/0/99	0/0	C/C/-/-/-/B		
Dark Pike +6	106/0/0/0/106	0/0	C/C/-/-/-/B		
Dark Pike +7	113/0/0/0/113	0/0	C/C/-/-/-/B		
Dark Pike +8	119/0/0/0/119	0/0	C/C/-/-/-/B		
Dark Pike +9	126/0/0/0/126	0/0	C/C/-/-/-/B		
Dark Pike +10	133/0/0/0/133	0/0	C/C/-/-/-/B		

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Pike +0	66/0/0/0/0	112/0	D/C/-/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Pike +1	73/0/0/0/0	114/0	D/C/-/-/-/-		
Poison Pike +2	79/0/0/0/0	117/0	D/C/-/-/-/-		
Poison Pike +3	86/0/0/0/0	120/0	C/C/-/-/-/-		
Poison Pike +4	93/0/0/0/0	123/0	C/C/-/-/-/-		
Poison Pike +5	99/0/0/0/0	126/0	C/C/-/-/-/-		
Poison Pike +6	106/0/0/0/0	128/0	C/C/-/-/-/-		
Poison Pike +7	113/0/0/0/0	131/0	C/C/-/-/-/-		
Poison Pike +8	119/0/0/0/0	134/0	C/C/-/-/-/-		
Poison Pike +9	126/0/0/0/0	137/0	C/C/-/-/-/-		
Poison Pike +10	133/0/0/0/0	140/0	C/C/-/-/-/-		

Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Pike +0	66/0/0/0/0	0/112	D/C/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Pike +1	73/0/0/0/0	0/114	D/C/-/-/-		
Bleed Pike +2	79/0/0/0/0	0/117	D/C/-/-/-		
Bleed Pike +3	86/0/0/0/0	0/120	C/C/-/-/-		
Bleed Pike +4	93/0/0/0/0	0/123	C/C/-/-/-		
Bleed Pike +5	99/0/0/0/0	0/126	C/C/-/-/-		
Bleed Pike +6	106/0/0/0/0	0/128	C/C/-/-/-		
Bleed Pike +7	113/0/0/0/0	0/131	C/C/-/-/-		
Bleed Pike +8	119/0/0/0/0	0/134	C/C/-/-/-		
Bleed Pike +9	126/0/0/0/0	0/137	C/C/-/-/-		
Bleed Pike +10	133/0/0/0/0	0/140	C/C/-/-/-		

Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Pike +0	109/0/0/0/0	0/0	E/E/-/-/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Pike +1	120/0/0/0/0	0/0	E/E/-/-/-		

Raw Pike +2	131/0/0/0/0	0/0	E/E/-/-/-
Raw Pike +3	142/0/0/0/0	0/0	E/E/-/-/-
Raw Pike +4	152/0/0/0/0	0/0	E/E/-/-/-
Raw Pike +5	163/0/0/0/0	0/0	E/E/-/-/-
Raw Pike +6	174/0/0/0/0	0/0	E/E/-/-/-
Raw Pike +7	185/0/0/0/0	0/0	E/E/-/-/-
Raw Pike +8	196/0/0/0/0	0/0	E/E/-/-/-
Raw Pike +9	207/0/0/0/0	0/0	E/E/-/-/-
Raw Pike +10	218/0/0/0/0	0/0	E/E/-/-/-

Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Pike +0	95/0/0/0/0	0/0	E/E/D/-/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Enchanted Pike +1	104/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Pike +2	114/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Pike +3	123/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Pike +4	133/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Pike +5	142/0/0/0/0	0/0	E/D/D/-/-		
Enchanted Pike +6	152/0/0/0/0	0/0	E/D/D/-/-		
Enchanted Pike +7	161/0/0/0/0	0/0	E/D/D/-/-		
Enchanted Pike +8	171/0/0/0/0	0/0	E/D/D/-/-		

Enchanted Pike +9	180/0/0/0/0	0/0	E/D/D/-/-/-
Enchanted Pike +10	190/0/0/0/0	0/0	E/D/C/-/-/-

Mundane

Reduces: Base damage, stat bonuses.
Adds/Increases: Damage scaling from lowest stat.
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Pike +0	47/0/0/0/0	0/0	D/D/-/-/-/-	40.0/10.0/30.0/30.0/30.0	40.0/10.0/30.0/30.0/30.0
Mundane Pike +1	52/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +2	57/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +3	61/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +4	66/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +5	71/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +6	76/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +7	80/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +8	85/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +9	90/0/0/0/0	0/0	D/D/-/-/-/-		
Mundane Pike +10	95/0/0/0/0	0/0	D/D/-/-/-/-		

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($14 \times 2 = 28$)</p>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
Durability:	The durability of the weapon.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

Enchantable? Items/Spells:	Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.
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Footnotes 1. <http://fextralife.com/forums/t39462/spear-length/#p684326>

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